

艦隊これくしょん -艦これ-

越海願  
たとさくい  
ては

YU-KA-U-CHU-RA



艦これくしょん -艦これ-

越海願  
えてささいば  
は

なみうら  
アーティスト

# Kantai Collection - Kankore - Kankore RPG

## Replay - Negai wa Umi wo Koete - Volume

### 01 Chapter 00

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# Novel Illustrations











# Preparation

## Characters: The novice admiral and the players.

Asatoki: I tried [Kancolle] a few days ago, and I accidentally sunk Suzuya.

Spring has come and the weather is warm. That sentence is the confession of a man, who is currently facing 4 others in a meeting room in Fujimi bookstore. He is also the one who wrote this roleplaying book, Asatoki Shie.

Fujimi bookstore publishes some of the light novels I like [Steins Gate, Octet of Spatial Mutation], [Steins Gate, Babel of Grieved Maze] and thus, here I am.

Being a Teitoku [Admiral] in the browser game, and having tried the Kancolle RPG, maybe this could have worked....

Player A: What's up all of the sudden, man?

The 4 people currently in front of me are players of today's Kancolle RPG.

Everyone is looking at me with a surprised expression.

Asatoki: Well, I feel like, as the Game Master of this game, I need to say something.

Player A: Yep.

Asatoki: But I've never met you guys, so I don't know what common interests we share.

Player A: Oh I see! Common interests... so that's why you said that you sank Suzuya, huh.

Asatoki: Yeah, I thought if I talked about Kancolle, everyone might go along with it.

Player A: Well, I understand that, but you didn't have to start it with the story of sinking your shipgirls.

Asatoki: Well, I tried to break the tense atmosphere.

Player A: You surprised me! (laughs)

Asatoki: Sorry... Actually, I'm really nervous right now.

Player A: Yeah, you seem like it. Well, it's your first time as a GM, so getting nervous is pretty normal.

Asatoki: Yeah...

Player A: Just try to calm down. Let's start with introducing ourselves.

Asatoki: Ah, you're right.

I take a long breath, calm my mind, and then lower my head a bit in front of the 4 players in front of me.

Asatoki: Today, I will be the GM, my name is Asatoki Shie. Pleased to meet you.

Everyone: Pleased to meet you too.

Asatoki: As you can see, I'm pretty nervous here, but don't worry, I got the basics just fine. If anyone has any questions, please don't hold back and ask.

Player A: I'll be supporting you, so just relax and continue the game.

Asatoki: Okay.

The one who talked to me with a reliable voice is Kawashima Motoichirou.

The people who were going to play this Kancolle RPG were the game designers of products called [Meikyuu Kingdom] and [Saikoro Fiction series].

Kawashima is an experienced Tabletop RPG player. In contrast, Asatoki is someone who is often dragged into playing board games with him. However, in today's game, he's the only one I know, and more importantly, a reliable person.

Player A (Kawashimamoto): Okay, then I'll introduce myself. I'm the one who designed this game, Kawashimamoto Ichirou. Pleased to meet you.

Everyone: Pleased to meet you too.

Kawashimamoto (Mr.K) : You can take over now.

Asatoki: Yes. Now, if it's okay, can everyone else introduce themselves clockwise?

Player B: So I'm first, right?

Asatoki: Yes please.

Player B (Ms.M): My name is Komatsu Mana. Pleased to meet you.

Everyone: Pleased to meet you.

This time, it is someone who is in [Kancolle RPG: Chakunin no sho] role play compilation book, she's a voice actor and now – a player in today's game.

The voice actress, Komatsu Mana.

She's the one that gave Zuihou her voice in the browser game.

She's always smiling, a playful person who has a really energetic voice. I hear that this is her first time playing a Tabletop RPG and I wonder if I will be able to explain the basics to her well. So, just to make sure, I ask her about it.

Asatoki: I heard this is your first time playing a tabletop RPG.

Ms.M: Umm, actually this is my second time.

Asatoki: Ah, is that so?

Ms.M: Actually, I played [Blue Forest Story] once.

Mr.K & Player D: Wooo!

Asatoki: Ah, you're playing with them.

Ms.M: That was my first time, I had always wondered what a tabletop RPG would be like at first, but it's actually pretty interesting.

Mr.K: You're welcome!

Ms.M: Because of that, I thought of trying to play it alone, so I bought the [Arianrhod RPG] rule book.

Asatoki: Ooh! I'm sorry; you're actually an experienced player.

Player D: But, didn't you say this is your second time playing RPG?

Ms.M: Well, actually, I never found the perfect time to play it, so...

Player D: So you ended up not playing it?

Asatoki: Well, it's pretty hard to gather the people needed to play, right?

Ms.M: Yeah!

Player D: Well, one of my acquaintances in grade school couldn't gather enough to play, so he ended up playing it with only one friend. They both created

a character and they showed it off to each other.

Ms.M: Me too! Making characters, showing it to a friend, it is pretty fun, huh?

Mr.K: Well, I guess that's one way to enjoy this game.

Ms.M: Well today, I came here feeling really enthusiastic about this game, so I have memorized every rule in this game. Pleased to meet you guys!

Everyone: Pleased to meet you too.

She gives a really positive impression. And while she's at it, she doesn't look nervous at all. Even though it's not her first, it's just her second time. Well, looking at the table again, it seems like the only one who's nervous is me.

Player C (Ms.B): My turn now. My name is Sarah Emi Bridcutt. Pleased to meet you all.

Wow, there are 2 voice actors here. She's Emi Bridcutt. In the world of Kancolle, she's the voice of Yuubari, Suzuya, Kumano, and many others. My first impression of her is that she's really calm. The voice she let out is also calming. She's joining in today too.

Asatoki: Well it happens with Ms.M too, but it feels pretty strange. The voice you usually hear while staring at the screen is suddenly coming from someone in front of you.

Player D: Isn't that good?

Mr.K: Me too... it's a trend actually.

Ms.B: What trend?

Mr.K: Players complaining [It's unfair, only you can talk with the shipgirls!].

Ms.B and Ms.M: Ah.. (laughs)

Asatoki: Ah, it's about the [Kancolle RPG: Chakunin no sho]?

Mr.K: Yeah. Ms.B played as Yuubari that time.

Ms.B: I was such a bother that time. Thank you for such a lovely roleplay story!

Mr.K: No no, it's my pleasure.

Asatoki: This is your second time playing Tabletop RPG, right Ms.B?

Ms.B: Yes, that's right. I don't really know what a Tabletop RPG was at that time, so now I think I'm going to learn more today!

Asatoki: I'll be waiting.

Ms.B: Anyway, Asatoki...

Asatoki: Yes?

Ms.B: I'd like to ask something, what you said just now, is it true?

Asatoki: Ah, the one about Suzuya?

Ms.B: Yes.

Akkatoki: Umm...That's true...

Ms.B: You're mean! (laughs)

Asatoki: I'm really sorry...

Ms.B is the voice actor of Suzuya. Being so nervous, I forgot that she's right in front of me. I really shouldn't have said that line.

Asatoki: Playing Kancolle while working is a big fail.

Mr.K: That's because you play while working.

Asatoki: I got no rebuttal for that.

Everyone, please be careful when you're playing Kancolle while working.

Asatoki: Okay then, let's resume. The next person please.

Player D: Yes. My name is Sakurai Hikaru (Ms.S). Pleased to meet you.

Sakurai Hikaru is the writer of many novels like [Fate/prototype]. She likes Steampunk and Magic, and many fans are attracted to the worlds her beautiful writing creates. I heard she is experienced in playing Tabletop RPG, and one of Mr.K's friends. She's the other person I can rely on, along with Mr.K.

Ms.M: I... actually have been wanting to meet Ms.S.

Ms.S: EH? Me?

Ms.M: I heard you're pretty knowledgeable about the occult world.

Ms.S: Well, a bit.. Why?

Ms.M: Well, in the past, there was a period of time when I am really interested in occult.

Ms.S: Is that so? (laughs)

Ms.M: I wish you could teach me a lot about it today!

Ms.S: Well, let's talk more about it after this! (laughs) Ms.M.: Yeaaay!

Akatoki: If I remember correctly, there's a roleplay you had written with Mr.K where you played as an occult character right?

Ms.S: Ah, yeah.

Ms.M: I wanna read it!

Mr.K: Yeah sure.

Asatoki: It was a really beautiful role play. I'll be enjoying your play for today.

Ms.S: But actually, this is my first time playing this game.

Asatoki: Oh, is that so?

Ms.S: Yeah, so if it's okay, would you explain what kind of game Kancolle RPG is?

Ms.M: I want to know about it too!

Asatoki: Okay. About the game we're playing, Kancolle RPG, the players will take part as a kanmusu (shipgirls).

Ms.S: Ah, so we're being the shipgirls?

Asatoki: And then you'll have to depict the everyday scenery, then completing your duties while battling the abyssal fleet. It's pretty much that kind of game.

Ms.S: Okay, I pretty much get it. (laughs)

Ms.M: So we're also doing the scenery too?

Asatoki: Yes. What does the shipgirls do when they're not battling abyssal fleets, what kind of connection does one shipgirl have with the others... you can do all of that.

Ms.M: Good! It will be pretty interesting...

**[Tabletalk RPG]**: Something you play by rolling dices, and creating the story while chatting.

**Admiral**: Is the name that players of the browser game KanColle are called.

**Player**: The people who's playing the game.

The one we play here, is Kantai Collection RPG, which is based on the world of browser game KanColle. Players become the shipgirls, acting how life in the naval shipyard is, and how the battle with abyssal fleet goes.

**GM (Game Master)**: The one who gathers opinion, and make sure what the players intention are.

**Replay**: The book you're reading now, a genre of book which tells a story of 1 RPG game session.

**Introduction**: The thing you do when you meet someone for the first time.

**Meikyuu Kingdom**: A tabletop RPG where you act as an adventurer.

**Dice Fiction series (Saikoro Fiction?)**: Name of a series where many genre of RPG game is.

**Blue Forest story**: One of the popular RPG games.

**Rule Book**: The book where rules of the game are explained. A book where there's additional data and rule which are called supplement book.

**Chakunin no sho**: Kancolle RPG rulebook.

**Arian Road RPG**: An RPG where you play as an adventurer in a fantasy world.

**Character**: The person who the players and GM play. In this game, it's the kanmusu and abyssal fleet girls.

**Play as Kanmusu**: The character players act with.]

# Introduction

## Let's make the naval base!

At last, the preparations are complete, and it's nearing the start of the session.

In the introduction phase, we will have to choose and determine many things, so please don't forget about those choices and continue.

First, is the naval base name.

TTK: Since we already finished the preparing stage, I'd like to start the introduction phase.

Zuihou: What's an introduction phase?

TTK: As it says, it's about setting up an introduction to the story. We'll explain the situation and the stage of the story, and there are many things we need to decide. It's that kind of preparation.

Zuihou: Ah, I understand.

Kongou: As for the stage, of course according to KanColle, it would be the naval base, right?

TTK: Yeah. So, I'd like everyone to imagine what kind of naval base would you like to be in...

Zuihou: Like Yokosuka naval base, or Kure naval base?

TTK: Well, if it's according to the original game, yeah. But in this game, there can be any other type of naval base..... like a hot spring.

Zuihou: Hot Spring?! (laughs)

Kumano: Ah, you're talking about the navy base where Yuubari is, right?

TTK: Yeah, like in one of a replay in [Chakunin no sho], the shipgirls live in a navy base called [Fujimi dream hot springs].

Kongou: It's Mr.K's game... maybe he rolled the dice to pick the name.

Zuihou: Pick a name by rolling dice?

TTK: There's something called [Naval Base Name Pick Chart]. By matching what number we roll with the words on the chart, we make a random name.

Zuihou: Eeeh... Interesting...

TTK: Now everyone, please think what kind of name would you like to give as the naval base.

Kiso: Well since we can choose by rolling the dice or talk about it, I don't really have any problem with both method.

Zuihou: Ah, So it's not like we have to use the dice?

TTK: It's all up to you... so which method would you like to use?

Zuihou: Since it looks pretty interesting, I'll go with the dice!

Kumano: I'm okay with it.

Kongou: Let's roll it!

So, we choose the name by rolling dice.

TTK: Without further ado, lets roll the dice.

Zuihou: I'd like to try it! Can I be the first?

Kumano: Sure sure.

TTK: Okay, Please roll the dice to 2D6, Zuihou.

Zuihou: Okaay! (roll roll)..... 1 and 5... so 6?

TTK: Yep. Well, 6 are... [pillow talk list], [place name list], [organization name list].

Kiso: So from these 3 list, we'll roll the number and match it with the word in the list, then connect them to become the naval base name.

Zuiho: Hehe...

Kongou: Okay then, I'm next...

TTK: Then Kongou, please roll it to D66 in the pillow talk list.

Kongou: (roll roll).... 3 and 4... 34...

TTK: The 34 in pillow talk is..... Shinsei .

Kumano: Shinsei? As in Holy?

TTK: Yeah. The Holy Shinsei.

Kiso: Then, it's Kiso's turn now... (roll roll)..... 34.

TTK: 34 in [place name list] is... Rabaoru.

Zuihou: "Holy Rabaoru!" Cool!

Kongou: It has a good sound to it...

Kumano: Now me.. (roll roll)... it's 34 again...

Kongou: Oh? Everyone got the same number!

Kumano: Unbelievable! (laughs)

TTK: Hmm.. the 34th in the [Organization name list] is.... Hatoba (wharf).

Zuihou: Hatoba?! (Wharf)

Kiso: Connect 'em all, and we get "Holy Rabaouru Wharf".

As if waiting for the last word, laughs break loose and filled the room.

Zuihou: It was so cool just now! Wharf ruined it! (laughs) TTK: It suddenly became a world of Enka [\[1\]](#)!

Kumano: That addition is really working!

Kongou: I can feel the Japan's stormy sea.

TTK: Wharf, Japanese sea, and Kanmusu. Isn't it good? It would be a really great picture.

Zuihou: ..... It just feels so chaotic.

Kumano: Where is it?

TTK: (making confused face)

Kiso: Where? You mean Rabaoru?

Kongou: I think it's an island down south... maybe...

Kumano: An island down..... south?

The 2 voice actors expression suddenly turns a bit cloudy.

TTK: Umm... well, we're done with the name. Anyway, If you're not pleased with it, you can roll again to find a more suitable one...

Zuihou: Eh? You can?

TTK: Each person who hasn't rolled the dice in the category list, can change one part of the name.

Kiso: Well, in this case, it's Zuihou.

Zuihou: If I can do that, then please, let me do it!

TTK: Well then, from those 3 words, which word would you like to change?

Kiso: You can pick whichever you like.

Kumano: Which one do you choose? (With eyes of expectation) [\[2\]](#)

Zuihou: Well, I think I'd like to use the chance to change the [Wharf]!

Kumano: Yeah! Thank you very much!

TTK: (is [wharf] that bad?) Then, please roll the dice!

Zuihou: Please give me your strength, everyone! (rolls) Because of the re-roll, the naval base name changed into [Holy Rabaoru Security Office]

Zuihou: Ugh, it didn't pick a foreign word..

Kumano: but but, at least it turned into a cooler name!

Zuihou: Really?

Kumano: Yeah. Look, [Holy Rabaoru Security office], doesn't it have a European feel?

Kiso: It doesn't! It's written there, [Rabaoru]! (laugh) Kumano: Eh? (laugh)

Kongou: Maybe the one that made it a bit European-ish is the [Holy]...

Kumano: Yeah yeah! Kind of like, the Holy Roman Empire!

Kiso: Well... yeah.. (laugh)

TTK: Anyway guys, where is this Rabaoru [\[3\]](#) actually?

Kongou: It's somewhere in South East Asia I believe. It was part of another country's territory, but in world war 2, Japan conquered it and build a base

there.

Zuihou: Is that the rabaoru berth?

Kongou: Yeah

TTK: Wow. Kongou knows a lot about warfare too...

Kongou: No I don't, My grandfather was sent to the south east front, so I knew a little bit about it..

Zuihou: ee, is that so..

Kiso: In our times, there are many cases of our grandfathers having to go and experience war. My grandfather went too, so I heard a lot of war stories from him..

The talk about “grandfather war stories” Continues for a while after that.

TTK: Okay, it's about time we continue the game.

Kumano: Okaay

TTK: (while pulling out a piece of paper) Next, I'd like you to see this..

Zuihou: A Naval base sheet?

TTK: Let's just think of this as the naval base version of your kanmusu [\[4\]](#) spec card..

Kongou: :so we manage the data about our naval base in this card, right?

TTK: Yes. Just like the original game, it manages materials like fuel, and steel. Who can I entrust this management to?

Kiso: I'll take the role of management

TTK: If you please.

Kongou: Are the materials available from the start?

TTK: At the start, there is 5 units of Fuel, Steel, Ammo, and Bauxite.

Zuihou: Since it's kancolle, we will use it for equipment development and things like that, right?

TTK: Yes. You can use it to resupply and repair too.

Kongou: it really is [kancolle]..

**[(roll roll)]** Is the mark of players rolling their dice.

**Where's rabaoru?** Because the game and the real world is different, The rabaoru they know might be different from what it will be on the game.

**Naval base sheet:** A sheet with info about the naval base. You can meet NPC here, manage equipment abilities, and many others.]

**Let's gather a fleet!**

TTK: Since we already named the naval base we're assigned to, the next step is introducing our kanmusu Zuihou: Is it different than the first introduction?

TTK: This time, we're going to introduce our character. My Kanmusu is like this, so her behavior is like this. It's that kind of introduction Kongou: Ah, it's introducing [my child]..

TTK: Yes. Well, let's start with the first participant, Zuihou.

Zuihou: okay! [I'm Houshou type second ship, Light aircraft cruiser, zuihou!]

46 艦隊これくしょん 一艦これ一 艦これRPGリプレイ 新いは海を越えて1

アビリティ	【艦上攻撃機】、【艦上爆撃機】、【高速機動】、【新銃機好き】
初期個性	○《けなげ》、○《整備》、○《不思議》、×《規律》
ギャップ	趣味分野と航海分野の間
艦種	●祥鳳型一番艦 瑞鳳
命中力	0
火力	0
行動力	12
回避力	0
装甲力	7
装備力	3

A 提督：今度は、キャラクターの紹介をお願いします。この艦娘はこういうキャラです。なので、こういう個性を取りましたとか。そういう紹介をしていただければなと。

金剛：ああ、「うちの子」の紹介ですね。

A 提督：はい。では最初は、初参加の瑞鳳からお願いします。

瑞鳳：はい。【祥鳳型一番艦】、【軽空母】の瑞鳳です！

O Houshou type second ship Zuihou

Ship type: Light aircraft carrier Maneuverability: 12

Accuracy: 0 Firepower: 0 Evasion: 0 Armor: 7 Equipment: 3

Initial Personality: O Brave O Maintenance O Strange X Discipline Gap:  
Covering the spaces between some personalities in the personality so you won't

have to count it when you're counting the space between the personality you have and the personality you need in action check.

Ability: [Board fighter planes], [Board Bomber planes], [High speed maneuver], [Likes State-of-art planes]

TTK: Wow it's real.

Kumano: A real kanmusu~

Kiso: You're a real one too! (laughs)

Zuihou: "In this battle, I'll win for the admiral! Everyone, please lend me your strength!" Nice to meet you!

TTK: It feels good~~ (shivers)

Kongou: Yeah it is~~ (shivers)

TTK: Ah, what does Zuihou take as her personality?

Zuihou: Well, about the free personality, I pick [Strange]!

TTK: [Strange]!

Kiso: Strange in an occult way?

Zuihou: Yes, there's the talk about matching the personality with the player, so...

TTK: The strange kanmusu, Zuihou.

Kongou: Seems interesting!

Zuihou: Thanks!

TTK: Umm, so next one, Kumano please!

Kumano: Yes! [A fashionable heavy cruiser who's born in Kobe. I'm Kumano!]



48. 騎隊にれくじよる 一撃こわ一撃こわRPG!!ブレイブ! 願ひは海を越えて!

命中力：1 火力：2 回避力：1 装甲力：9 装備力：3

初期個性：○《お嬢様》、○《おしゃれ》、○《暗い過去》、×《貢い物》

ギャップ：航海分野と戦闘分野の間

アビリティ：【中】<sup>間</sup>【怪】<sub>魔</sub>、【偵察機】、【一心同体】、【付き合つてられませんわ】

A提督：いいですねえ……（しみじみ）。

熊野：「ワタクシ、『お嬢様』で『おしゃれ』な艦娘ですの。それから……あ、そうですが、『フリー』の個性は、『暗い過去』にいたしましたの」

A提督：えええー！

金剛：『暗い過去』！ いいですねー！

## O Mogami type 4th ship, Kumano

Ship type: Heavy cruiser Movement: 9

Accuracy: 1 Firepower: 2 Maneuverability: 1 Armor: 9 Equipment: 3

Initial Personality: O Princess O Fashionable O Dark Past X Grocery Gap: middle of Navigation field and battle field

Ability: [Medium caliber guns], [Reconnaissance aircraft], [High speed maneuver], [One body and soul], [Can't date anyone]

TTK: It's good~~ (Shivers)

Kumano: I'm a [Princess] and [Fashionable] Kanmusu. And... My free personality is [Dark Past].

## TTK: Eeeh?

Kongou: [Dark Past]? Wow, that's good!

Kumano: [I want to go back to Japan, but I can't], I'll go with something like that for kumano's past.

TTK: Wow, that's deep. (laughs)

Kiso: Well, Kumano got a pretty tragic end in WW2.

Kumano: Yeah. I'm a bit sad about it too.

Letting our thoughts about the end of the kanmusu, the atmosphere became a bit sad.

Kumano:.....Ah! I'm sorry! Because of me... (laughs)

TTK: No no, it's okay.

Kumano: And umm.. Kumano is bad at grocery.

Kongou: She is a princess after all, she seems doesn't care about money.

Zuihou: [I'll take everything from there, to there!] She's the type of person saying something like that?

Kumano: [All of the groceries, I'll leave it to you maids!] Well, nice to meet you!

TTK: Okay, then next, Kongou.

Kongou: Okay. I'm Kongou, who's back from England.... Umm, actually, it should've been [Kongou deesu!] right?

Kumano: Deesu!

50 艦隊これくしょん 一艦これーー 艦これRPGリブレイ 願いは海を越えて!

● 金剛型一番艦 金剛	
命中力	0
火 力	3
行 動 力	8
回 避 力	1
装 甲 力	11
装 備 力	3
初期個性	○ 《外国暮らし》、○ 《恋愛》、○ 《突撃》、× 《ばか》、× 《おおらか》
ギャップ	3
趣味	3
分野	3
金剛型	
一番艦	
金剛	
熊野	
デース	
【弱點】	一つあります。
A 提督	それはきついですね。
金剛	それでいろいろ考ふた結果、うちの金剛ちゃんは『ばか』で『おおらか』ってことになりました。
【弱點】	一つあります。
【Stupid】	
【Easygoing】	
【Gap】	
【Large Caliber Guns】	
【Secondary guns】	
【Act freely】	
【Burning Love!!】	

O Kongou type 1st ship, Kongou

Ship type: Battleship Movement: 8

Accuracy: 0 Firepower: 3 Maneuverability: 1 Armor: 11 Equipment: 3

Initial Personality: O lived abroad O Love relation O Aerial attack X Stupid  
XEasygoing Gap: middle of hobby and navigation field

Ability: [Large Caliber Guns], [Secondary guns], [Act freely], [Burning Love!!]

Kongou: About personality, Kongou has 2 free [Weakness]

TTK: That's not good.

Kongou: After thinking about it a lot, I chose my Kongou to be [Stupid] and

[Easy going]

Kumano: Eee~~ (laughs)

Kiso: [Easy going] in a bad way... people like that really exist. (laughs) Kongou: Ah, wait, it's not like I see Kongou that way!

Kumano: It's not like that?

Kongou: Well, I chose is because it'll be easier while roleplaying!

TTK: Based on Roleplay, huh?

Kongou: Yeah. It's like that.

Kiso: Anyway, why is it easier to roleplay? Is it because your character can shine more? Or maybe, it's because the owner is [Stupid] and [Easy going] in a bad way? (laughs) Kongou: Ah, un... yes... Yes it is... I'm stupid, so.....

Zuihou: Kongou, Cheer up! (laughs)

Kiso: Ah, I'm just joking, It's my job. I said it because it's my job. (laughs) (maybe he means his job as Kiso? \*this is TN) Kongou: Yeah, I understand. It's okay.

TTK: Weeell, let's go with the next one. (laugh)

Kiso: Yeah, The last one is Light Cruiser, Kiso.

52 艦隊これくしょん 一艦これー 艦これRPGリプレイ [新しい海を越えて]



▲木曾・提督・別にありますか?  
木曾・木曾は、かっこいいですよ。あ、あと妙に水上機を毛嫌いします。

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木曾・そこそこ、かっこいいですね。あ、あと妙に水上機を毛嫌いします。

瑞鳳・でも、かっこいいですね!  
瑞鳳・木曾はですね、厨二病っぽい感じです。『俺に勝負を挑むバカはどいつだ?』

アビリティ・性格と趣味分野の間  
アビリティ・[口説主観]、[魚雷]、[白兵戦闘]、[最高の勝利]

属性・火力: 0、回避力: 1、装甲力: 7、装備力: 2

初期個性・○『大船』、○『突撃』、×『おしゃがき』

艦種・軽巡洋艦

命・中力: 2

行動力・14

O Kuma type 5th ship Kiso

Ship type: Light cruiser Movement: 14

Accuracy: 2 Firepower: 0 Maneuverability: 1 Armor: 7 Equipment: 2

Initial Personality: O Daring O Aerial attack X Ladylike Gap: middle of personality and hobby field

Ability: [Medium Caliber Guns], [Torpedoes], [Melee combat], [The best victory]

Kiso: Kiso actually have a little Chuunibyou (A word Japanese use for someone acting like they're in an anime Put this in foot note) side. [Who's the idiot that challenged me into a battle?], saying things like that even though she's just a light cruiser.

Zuihou: But it looks cool!

Kiso: Yeah, she's cool. Ah, and strangely, she hate seaplanes...

TTK: [Seaplanes~~? I don't need those kind of things!] she said something like that, right?

Kiso: Even though I think it's okay if she use one.

TTK: Does Kiso have any free personality?

Kiso: I don't have any. [Merits] are [Brave] and [aerial attack], while the [demerit] is [ladylike]. Well, we can easily understand that she's a strong willed character. Maybe it'll be easier to roleplay.

Kongou: That's nice.

Kiso: And then, just like a game, she have a [melee combat ability] where she can punch an enemy if they're too close.

Kumano: Rather than kanmusu, she's better suited as a martial artist.

Kiso: Maybe Kiso thinks that being like that looks cool. (laughs) After we have the characters introduce themselves, I make sure about the ships status. The ship types are different, and there's a good balance between (Firepower) and (Movement). I've already figured that they would pick those types, I think the enemy data I prepared for them from before would be enough.

TTK: Next, we will choose who will be the flagship.

Zuihou: Flagship?

TTK: Flagship is the leader of your fleet.

Kiso: In times where there's a different opinion inside the fleet, flagship will have the power to make the final call.

Zuihou: Got it!

TTK: When you became the flagship, you got a little benefit. Is there anyone who would do it?

Kiso: Well, to be exact, The flagship will get a little more EXP.

Kongou:.....Isn't there a rule that says we can pick who will be flagship as the session goes?

TTK: Isn't it because according to the situation, change of flagship would be needed?

Kongou: No, it's like the rolling system, the flagship role gets passed to other in a roll.

Kiso: Because it's the XX time roll, so the flagship will be XX, something like that?

Kongou: Does it sound a bit overused?

Kumano: It looks like a talk about an anime. (laughs)

TTK: Well, if there's no one who wants to be the flagship, how about we give it to the strongest type of ship?

Zuihou: So it will be the Battleship, Kongou?

Kongou: Ehh? Meee?

Kumano: Hmm, they're right, Aren't the big ships always looks like it's the flagship?

Kiso: I agree.

Kongou: I understand, then the foreign girl Kongou, will act as the flagship!

Everyone: Waaaai~~~~ (clap clap clap)

So, Kongou become the flagship.

TTK: Well, since we already pick the flagship, let's pick a name for our fleet

Zuihou: Will it be by rolling dice again?

TTK: Yes. Just like the naval base name, we can pick it by rolling dice, or pick it ourselves.

Kumano: In [Chakunin no sho]... We picked it ourselves, huh?

Kiso: Yeah.

TTK: So what should we do now?

Kongou: Uunn, For now, let's roll the dice?

Zuihou: Let's roll it!

Just like the naval base name, we name our fleet with dice too. But now, I reversed the rolling order.

TTK: Well then, go ahead, Kumano.

Kumano: Here I go! (roll roll)..... it's 5.

TTK: This time is [Classic literature word list], [Special word list], and [Team word list].

Kiso: I'm next. (roll roll).....13.

TTK: 13th word in [classic literature word list] is... We are... (Watashi tachi?)

Kumano: The one that means standing by yourself?

TTK: Maybe so. The next is Kongou, [special word list] please.

Kongou: (rol roll) 66....

TTK: 66 in [special word list] is... [the Flagship name].

Zuihou: Does that mean our flagship name? Kongou?

Kiso: Yeah. That means the name is [we are kongou.....] (Watashi tachi kongou?) TTK: And the last, please Zuihou.

Zuihou: Okay. (roll roll) ..... 55.

TTK: 55 in [Team word list] is.... emm.. How do you read this kanji?

In the team word number 55, the kanji 女子軍 is written in it. All the people in the room doesn't know how to read the kanji which they have never seen before.

Kiso: It's read [Joshigun] (Woman's army?), it's about an army only for woman.

TTK: Eeeeeee....

Zuihou: Just like an all girls school!

Kiso: Well, it's a gathering of kanmusu, so it's pretty suitable.

TTK: Well, the fleet's name will be [We're Kongou's woman army] (watashi tachi kongou joshigun?) . Then, this time, the chance to change the name is on Kumano's hand. What would you do?

Kumano: Umm, let's see.... Well, for me, I'm pretty okay with it.

Zuihou: I think it's goo~d.

TTK: Why?

Kumano: .....Well, It feels like there's a lot of girls, so...

TTK: That's why?

Kumano: Because there's a lot of girls, then it will be fun!

TTK: Okay, I get it (laughs). If that's so. I'll write the name as [We're Kongou's woman army] (watashi tachi kongou joshigun?) okay?

All: Yeaah...

TTK: Then, it's time for us to get into the story.

**[Movement]**: PC's motivation and tension. If this stat reaches 0, then the ship won't be able to move anymore.

**Accuracy**: The higher this number gets, the easier to hit the enemy.

**Firepower**: Firepower+, Damage+

**Maneuverability**: Maneuverability+, Dodge+

**Armor**: Armor +, Damage Received –

**Equipment**: Amount of equipment you can bring.

**[Board fighter planes]** Equipment ability. Not only used for shelling phase, but also used for aerial battle and reconnaissance.

**[Board Bomber planes]** Equipment ability: Have a big firepower, can be used

for aerial battle.

**[High speed maneuver]** Battle tactic ability. After a judgment being carried out successfully by the end of the round, you may displace one of your ships rank (? It's either my fault translating this, or we just don't understand the context)

**[Likes State-of-art planes]** Zuihou personal ability. When you're developing an equipment and rolling from [development list], you can redo it once.

**[Medium caliber guns]** Equipment ability. An important equipment for Heavy cruisers and Light cruisers class. Can be used to shoot.

**[Reconnaissance aircraft]** Equipment ability. It didn't have any fighting power, but it can do scouting.

**[One body and soul]** Battle tactics ability. If the move judgment succeeds, you can show your plot (purotto?) to your friend.

**[Can't date anyone]** Kumano-only ability. In the [Naval base Phase], when the movement judgment is about to happen, by sacrificing some [movement], you can change the target of the move judgment from you to someone else.

**[Large Caliber Guns]** Equipment ability. Core equipment of Battleship class. Have a high firepower.

**[Secondary guns]** Equipment ability. An equipment than can be used for shelling by many types of ship. It's firepower is not that high.

**[Act freely]** Battle tactics ability. By making minus alteration into maneuverability judgment, you can increase the ship's firepower.

**[Burning Love!!]** Kongou-only skill. When your <> rises, by sacrificing a bit of [movement], you can increase <> by 1.

**[Weakness]** A point where doing an action judgement with this personality, will make will lead to something bad.

**[Torpedoes]** Equipment ability. Can be used in shelling phase, and in torpedo salvo phase.

**[Melee Combat]** Battle tactics ability. While battling with enemy with the same formation, you can damage the enemy without taking care of their armor.

**[The best victory]** Kiso-only ability, If activated after defeating an enemy, you

can get additional firepower.

**[Flagship]** The fleet leader.

**[Exp]** A point needed to level up your ships.

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## Translator's Notes and References

1. ↑ <https://en.wikipedia.org/wiki/Enka>
2. ↑ Just gonna say this but, every time there's a () it denotes an action so don't get confused
3. ↑ I believe that this is a reference to Port Rabaul in New Guinea. For more info [https://en.wikipedia.org/wiki/Battle\\_of\\_Rabaul\\_\(1942\)](https://en.wikipedia.org/wiki/Battle_of_Rabaul_(1942))
4. ↑ I know most of you reading this know what this means but, for the benefit of those who don't, it means fleet girls. Aka the people speaking except the TTK (that is short form for teitoku, or otherwise, admiral)